Edward Talbot

Human • Male • Cultist

MOV	COM	RAN	ARC	MYT	WND	SAN
4/7	7/7	5/6	5/7	2	16	8

Man-Catcher
COM • Base • Bleed

Snatch & Grab
1 MYT

Mark an engaged enemy model. If Edward Talbot moves then the marked model may move with him, remaining engaged. The marked model may choose not to move with Edward Talbot but will suffer a Bleed. Edward ignores disengaging strikes from his marked model but loses the mark once he has disengaged.
To disengage, a marked model must pass a COM defence test. If it fails it suffers 3 WND. If it passes the model loses the mark and may move away as normal. Edward Talbot may not make disengaging strikes against his marked model when they successfully disengage.

Enemy Myths are unaffected by Snatch & Grab. Snatch & Grab remains in play until the marked model successfully disengages.

Hold At Bay
(Once Per Turn) This model gains one re-roll when engaging or while engaged with a single enemy model.

Man-Catcher
Enemy models engaged with this model suffer -0/-1 COM.